Myriel Genra's
DECK OF MANY FATES
A Threadmaster Exclusive
THE SUN
XIX
JUSTICE
XI
THE FOOL
0
DEATH
XIII
THE TOWER
XVI
THE WORLD
XXI
DEVIL
XV
THE HANGED MAN
XII
5th Edition Compatible
Shuffle your Tarot Deck and Discover the Many Subclasses of the Major Arcana!

# FOREWORD

Be not afraid.

I know how you must feel. So many paths to choose. You are energy. You are ambition, failure, conquest, and peace. You are victory and defeat, life and death. You are the tranquil seas and the wrathful storms. You are pain. You are joy. You are potential. You... are fate. And I have come to guide you.

The cards have not yet been drawn, thus your future is uncertain, as uncertain as it is exciting. You are everything, yet nothing still. To continue, you must make a choice. For that is the yoke of all mortalkind. To determine. To struggle. To live, and to die. To exist. It is quite a blessing. One you mortals tend to forget. Do not, and you will be enlightened. Rewarded by the universe. In that, you will find solace, even through the pain.

***The price to be is to become.*** But not to be is a greater curse still. Remember, you are the envy of all that isn't. Be brave. Continue on your journey. Choose, and in so doing, determine your fate. Make the chaos of possibility into the building blocks of existence. Be not afraid, for I will be with you every step of the way.

Go ahead. Draw a card. Fate will do the rest.

***Myriel Genra, The Many-Masked***

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# An Introduction

The deck of many fates is an arcane theorem first proposed by Threadseeker Myriel Genra to the council of Threadmasters during the Temporal Rift crisis of 1202. The City of Strings' course was bound to cross a dangerous temporal anomaly that could have doomed of the great bastion of knowledge. In his cups, Runo gave one of the best public explanations of the danger the City had survived.

Imagine a black hole that swallows time instead of matter. *Yeah, a real thorn in our side. If we'd crossed it, mate, the whole City of Strings would have aged ten thousand years in the span of a minute. Who would've been left? Only Garas?*

— Runo Fylsworth, Threadmaster of Finance

This monstrous amalgam of void magic was a remnant of the great powers of Eternity, left behind after the great wars of the Gods, not at all dissimilar to the Singularity that threatened the universe a few centuries prior.

The crisis was averted by the implementation of a Temporal Warping Sphere, a powerful artifact created by Guilliam Fallow and his research team, planned, forged and enchanted in record time. The Threadmaster later mentioned that such a hastily devised operation was only successful thanks to the contributions of Genra and their Deck of Many Fates theorem. Fallow refuses to comment on the operation itself, for he believes the equations that created the Warping Sphere are too dangerous to be trifled with.

Better they are forgotten, for as incredible as *the Warping Sphere was, it could have very well spelled our doom. The runes written on that artifact could have precipitated our illustrious City into the void, for they were written in the script of Eternity itself. How the Many-Masked learned such a blasphemous language, I'd rather not ask.*

— Guilliam Fallow, Threadmaster of Arcana

Myriel Genra was offered the position of Threadmaster not long after, but declined it, choosing instead to continue their voyages in the search for divinity among the furthest of realms. They are still, to this day, one of the most enigmatic members of the City of Strings, hiding a power many believe to be equal or even greater than that of most Threadmasters.

Today, the Deck of Many Fates interpretation is a very popular arcane discipline among Threadseekers and Threadmasters alike, mostly used in the art of future-seeing, prophecy, and other powerful divinations that deal with possibility and fate.

The theorem itself is a combination of arcane sigils, experiments, and research notes that deal with the choices a person makes and the impact they have in the cosmic wheel of destiny. It proposes that, to some extent, all possible futures coexist, until they are made manifest by choice, making the power of self-determination the greatest gift of mortalkind, and possibly the key to defeating Eternity, should it ever worm its way back into reality.

## Myriel and the Daedalus Deck

Myriel Genra has yet to return to the City of Strings. They departed the flying bastion after the Temporal Rift crisis, in 1203, and have since been credited with the discovery of many Threads of Divinity across the planes. To this day, they continue to send travel logs and research journals, and have even published a compilation of their findings titled "To See a God," a best seller in the libraries of Arcanist's Way.

Many wonder what their true goal may be. They seem particularly interested in divinity, and have witnessed many of the most important events of the contemporary era. Their dominion over divination magic is unmatched, and many of their works are recognized across the universe as the foundation stones of entire fields of study. They are even credited with the invention of the famous Daedalus cards, the most used deck of playing cards in the material plane.

A full 78 card Dedalus deck is not only used to play Truco or Ghan, but also to illustrate, tell tales, and most importantly, read fortunes. Many diviners across the multiverse use these playing cards for their rituals, as they are intrinsically charged with divination magic, so much so that some talented wizards have even come to use them as their arcane focus.

The Deck of Many Fates theorem was famously presented to the council of Threadmasters using a complete Daedalus deck. The magic within the cards told a tale of different futures, of paths untreaded, of potential within each mortal. Allegedly, Ariadne Stringweaver herself was enraptured by the strange arcana, and asked Genra to pen a comprehensive list of each and every one of the 78 different cards.

This document was made public not long after, and through the futures promised by the Daedalus deck, heroes far and wide walked the ancient paths of fate, the forgotten roads erased by Eternity's passing. When confronted about the scale of cosmic knowledge a mere Threadseeker like Myriel Genra seemed to possess, Ariadne commented thus:

IT IS NOT OUR PLACE TO JUDGE! THE GOOD MYRIEL CAN *be and eldritch god, for all I care! What is clear to me is that they are on our side. That is all I need to know. And if they do not want to share, then we should not ask.*

— Ariadne Stringweaver, Regent of the City of Strings

In the pages that follow, you will find some of the writings left by Myriel Genra about the Daedalus deck. It was their belief that within those 78 cards, you could tell the story of your life, past, present, and future. Heroes whose fate is uncertain can even use the Deck of Many Fates to change their course. All futures coexist, after all. You must only choose. Thus spoke the Many-Masked.

# I

Major Arcana

# College of Fools

*Bard College*

*You wouldn't think a jester to be much of a threat. Funny clothing, bad japes, nothing but a clown. A one-note bard with even less self respect than the rest of them. And yet, behind the mask–either figurative or literal–could prowl a scheming thief, a bloodthirsty killer, or simply a bumbling idiot, truly nothing more than what they seemed. How can you know? A fool is as much a mystery as they are an open book.*

*That uncertainty is the tightrope walked by bards of the College of Fools. Some may be much more than what they seem, while others can be as superficial as the character they portray. Some are found in royal courts, others in run-down taverns. They could be secret agents in a plot to assassinate the king, or town fools no one takes seriously–not even themselves. Jesters, troubadours, clowns, and chatty travelers. Wherever they might be, they will entertain, often with their own sillyness, be it a performance, or an act.*

*The fool is the first and last card of the Deck of Many Fates, but can be found all throughout the deck, as it has no real place within the sequence. It represents new beginnings, for both hopeful newcomers and grizzled veterans. The fool is the piece that holds the entire deck together. It takes great valor to speak up when everyone is silent. To take the first step, no matter the ridicule. Some equate that with stupidity, others with courage. Does it matter, really? The path is forward, after all, and purpose is always found through fire and flame.*

*Myriel Genra believed the fool to be the unlimited potential of fate. The one that walks forth into the unknown, eager and unburdened. The deck builds itself on that premise. The fool can be anyone; and everyone, without fault, will embody the fool someday. To live is to explore, to endure, to suffer, and ultimately, to grow. Dare. Either by unbridled courage, or sheer stupidity, dare. The College of Fools is the greatest manifestation of this edict.*

*Bards are already considered storytellers, chroniclers, performers–even fools. This college puts its focus in the tale, and most of all, in the strength it takes to tell it, from beginning to end. Either by choice or by pure cosmic chance, the bards that take the mantle of fools are the ones that manifest fate in its truest form. Myriel Genra, creator of the Dedalus Deck, is said to be of this persuasion, ominous and gloomy though they are.*

*Agents of fate in its truest form, the College of Fools' bards open the path, take the first step, and with their actions, become the truest heroes of them all–those who begin. Draw this card, and prepare for the journey of a lifetime. Reject stability, embrace chaos, and fate will reward your courage.*

## Playing the College of Fools

The Bard of Fools has unlimited potential. This subclass opens the way for many different types of characters, from mysterious and prophetic storytellers to simple and lucky fools, guided by fate. Its mechanics heavily lean on the support aspects of the bard, with social and skill-based features.

### New Beginnings

When you join the College of Fools at 3rd level, you can choose an additional background. This is your new beginning, or perhaps, the mask behind which you hide.

You do not gain items or extraordinary features from this new background, such as languages, contacts, or otherworldly abilities–it is just a performance, after all–but you do benefit from its proficiencies, as the knowledge of a thousand new beginnings fills your fate-touched psyche. A successful Charisma (Performance) check against a creature's Wisdom (Insight) skill can convince others of your role, for the purposes of background perks such as the Acolyte's *Sanctuary of Faith* or the Entertainer's *By Popular Demand*.

In addition, as a Bard of Fools, you are perpetually in a state of new beginnings, and embody each one with conviction and skill, not mere deception. You can change this new background–and the proficiencies it comes with–whenever you finish a long rest.

Alternatively, if your game does not use backgrounds, choose two skill proficiencies and a tool proficiency. You can change these whenever you finish a long rest.

### Self Mockery

At 3rd level, you can make a fool of yourself with such skill enemies disregard you in favor of your allies. Is this really all part of the plan? You learn the Vicious Mockery cantrip, if you don't know it already.

In addition, you can use your action to perform a Self Mockery. You embarrass yourself – maybe your joke doesn't land, or you fall on your face, or you let out a cowardly yelp as you pretend to be a civilian. Whatever the reason, enemies within 60 feet that can see and understand you are magically convinced of your incompetence and regard you as harmless.

Until the end of your next turn, hostile creatures cannot willingly target you with an attack or harmful spell, unless you are the only possible target within 60 feet. This effect does not protect you from area effects, such as the explosion of a fireball or the charm of a hypnotic pattern. Creatures affected by your Self Mockery have disadvantage on saving throws against your spells. Once a creature has been affected by this feature, it cannot be affected again for the next 24 hours.

### Beginner's Luck

At 3rd level, whenever you or a creature within 60 feet uses a skill they are not proficient in, you can use your reaction to expend one use of your bardic inspiration and add it to the roll. If the roll is succeeds (at the DM's discretion), you regain one use of your bardic inspiration.

### Fool's Errand

When you reach 6th level, you begin to understand the latent potential in every soul, and the courage it takes to, at the very least, try. Some call it a fool's errand... you know it to be much more than that. Failure is the greatest teacher, after all.

Whenever a creature within 60 feet of you misses an attack or fails a saving throw, you can use your reaction to expend a use of your Bardic Inspiration feature and allow the creature to repeat the roll. If the creature succeeds, it gains one Bardic Inspiration die.

### The One That Begins

Starting at 14th level, your courage in making the first move inspires others to do the same. You cannot be frightened or surprised, and the first roll you make after a long rest is considered a 20.

In addition, whenever you succeed on a saving throw, you can choose a number of creatures equal to your Charisma modifier within 60 feet of you. For the next minute, they cannot be charmed or frightened. If they are currently charmed or frightened, the effect ends for them.

*Strength is the eight card in the Deck of Many Fates and represents mastery, power, might, victory, and courage. Decisive action, beyond the veil of darkness. The conquest of emotion, followed by mettle. It's the card most closely aligned with the indomitable spirit of mortalkind.*

*Monks who follow this path abide by one rule beyond all: strength without control is tyranny. They train their bodies to become guardians, and summon their inner strength in powerful manifestations of will. Their fists blaze in righteous flame as they pursue those that abuse their power, and their tempered will is ready to meet any challenge.*

*Strength is a curious concept, for no matter how far it strays from the physical description, it will always be bound to it. Monks of the Way of Strength understand this fact, and are the only tradition that favors might over agility. They are often less mobile than their dexterous counterparts, but only because they choose to endure instead of avoid. Many find shelter behind them, after all.*

# Way of Strength

*Monastic Tradition*

*What is strength? Is it merely physical might? The prowess of body, sculpted by discipline and training? Does it exist on its own, or is it more of a relation of forces? A qualification among beings, perhaps, to define who is strong, and who is weak. In this manner, Strength can be misconstrued as, primarily, power. For it to be used in alignment with the highest good, however, it mustn't be understood as such, for power is, and will always be, a relation of forces, while strength can mean so much more.*

*Take the warrior that lifts the axe. The man is strong, that is for certain. But does he truly show strength, or is he merely an executioner? While power is defined by those who have it and those who don't, strength is more closely aligned with a choice, an inner dilemma. To show true strength is to control it. To sublimate it. The warrior can only be strong as long as he shows restraint. He must put that strength, that physical might, in service of a higher goal, beyond the ability to overpower others.*

*In this sense, we arrive at the true meaning of strength. Inner strength. Resolve, control, mastery. The still heart of a grieving wife who must push past tragedy and loss. The focused mind of a magister that must pass a difficult sentence. The strength of a man that must kill a lion to protect his family. The Way of Strength is a path of might, yes, but also control. It deals with the fire that blazes inside every mortal soul. Might is only right as long as it serves. And it will serve you, should you dare to draw this card.*

## Playing the Way of Strength

The Monk of Strength subclass is meant to fill the void for a true front-line monk, playing with strength instead of dexterity and thriving under enemy attacks. This monk is a true bruiser, becoming more powerful with each passing round, as you stack powerful buffs on yourself by spending a unique resource only gained while in combat.

The flavor of this monastic tradition leans heavily towards bravery and heroics, protecting the weak and overcoming tyranny, wherever it may rise. You can also subvert this premise, while keeping the mechanics! Self control too often devolves into controlling others, in the end.

### Strength Technique

When you choose this tradition at 3rd level, your physical might becomes the core of your fighting technique, and you learn to benefit from your strength instead of your agility when it comes to avoiding attacks.

You can use your Strength modifier instead of your Dexterity modifier for the purposes of determining your Unarmored Defense AC. In addition you can use your Strength modifier instead of your Dexterity modifier when you use your Deflect Missiles feature.

### Inner Fire

At 3rd level, your strength of body and spirit manifests as an inner fire, fueled by your ki. The more you fight, the stronger this fire becomes, allowing you to weather even the strongest of blows, and retaliate in kind.

During combat, at the start of each of your turns, you gain 1 charge of your Inner Fire. You also gain a charge when you are targeted by an attack roll, reduce a creature to 0 hit points, or spend a ki point. You can have a maximum number of charges equal to your proficiency modifier, that expire if you haven't gained any new charges in a minute. ***You can only gain charges while in combat.***

You can expend these charges to manifest certain abilities. Unless otherwise stated, you can only expend Inner Fire charges during your turn, even if they require no action to manifest.

***Soul Blaze (Costs 1 charge).*** Once per turn, whenever you hit a target with an unarmed strike, you can expend 1 Inner Fire charges to add 1d6 fire damage to the attack. The damage of this feature increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

***Strength of Body (Costs 2 charges).*** You reduce all incoming damage, except psychic, by 2 and you gain advantage on Strength checks and saving throws for a minute.

The damage reduction of this feature increases to 3 at 5th level, 4 at 11th level, and 5 at 17th level.

***Fiery Adrenaline (Costs 2 charges).*** You can expend 2 charges of your Inner Fire feature to increase your AC by 1 for one minute. You can choose to expend 4 charges to instead increase your AC by 2 for the same duration.

***Healing Flame (Consumes all charges).*** As a bonus action, you consume your Inner Fire, recovering a number of hit points equal to twice the number of Inner Fire charges you have.

### Manifestation of Soul

Starting at 6th level, you learn to manifest your inner strength and wreathe yourself in spiritual energy. As a bonus action, you enter a state of heightened power for a minute.

While in this state, you gain an additional Inner Fire charge whenever you spend a ki point, and you can use your *Soul Blaze* feature twice in the same turn. In addition, your Strength score is increased by 2, up to a maximum of 22, your speed is increased by 10 feet, and you shed bright light out to 10 feet and dim light for an additional 10 feet.

Once you use this feature, you cannot use it again until you finish a long rest.

### Improved Inner Fire

When you reach 11th level, your Inner Fire has become a blaze. You gain additional abilities to spend your Inner Fire charges on.

***Unbreakable Stance (Passive).*** If you end your turn with at least 3 Inner Fire charges, you cannot be affected by critical hits until the end of your next turn.

***Deflect Blow (Costs 3 charges).*** You can expend 3 Inner Fire charges to use your *Deflect Missiles* feature on a melee attack, and reduce the damage by an additional 5 points. If the damage is reduced to 0, instead of returning the projectile, you can spend a ki point to make an unarmed attack against the target as part of the same reaction.

***Step of Fire and Wind (Costs 3 charges).*** When you use your Step of the Wind ability, you can expend 3 Inner Fire charges to gain a fly speed equal to your walking speed until the end of your turn.

***Inner Strength (Costs 4 charges).*** You gain advantage on all saving throws until the end of your next turn. If you are already under the effects of this feature, you can refresh the duration by expending 2 Inner Fire charges.

***Ki Recovery (Consumes all charges).*** As a bonus action, you consume your Inner Fire, recovering 1 ki point for every 3 Inner Fire charges you consume.

### Aspect of Strength

Beginning at 17th level, your manifestation of soul has become a natural aspect of yourself. You can use your Manifestation of Soul a number of times equal to your proficiency modifier between long rests. While under your Manifestation of Soul, you can make an additional attack as part of your attack action. In addition, whenever you roll Initiative, you gain 3 Inner Fire charges.

# Wheel of Fortune

*Roguish Archetype*

*What is the meaning of life? Such a question has haunted the minds of philosophers since the beginning of time. Some individuals spend years, decades, even centuries pondering this inquiry, searching within themselves for an elusive answer that, for all we know, might not even exist. It is complicated to understand your place in the universe, to grasp the complexities of blind idiot fate, to find meaning in absolute, random chaos. The fact is, for as much as philosophers would like to believe, there might not even be a "meaning" to it all. So why bother?*

*The Wheel of Fortune does not concern itself with such inquiries. They are, after all, pretentious wastes of time. Existence is random, at its core. The only way to endure it is to ride the wave. Mortals are simple creatures, and achievement can become stale if the outcome is expected. Isn't it beautiful, then? To be surprised? To exist in this random, meaningless universe? To be able to extract such euphoric happiness from unknowable outcomes?*

*Those that follow the Wheel of Fortune give themselves completely to this concept. They are gamblers, betting more than just their coins, and winning big just as often as they crash and burn. Impulsive to the core, often hedonistic, these roguish characters ride the highs and lows of life with incredible disposition, willing to spin the wheel, again and again, to determine their path. For these individuals, there is no such thing as "moderation" or "restraint". After all, most gamblers back down right before they win big!*

*The Wheel of Fortune is the tenth card of the Deck of Many Fates, and represents, as you might have already guessed, fortune, luck, destiny, and change. It is a quite noteworthy draw, for if anything, it ensures big changes are coming. Are they good? Bad? Only fate will know. Will you dare? Will you spin the wheel?*

*The rogues of this persuasion can be reckless and brash, yet, behind it all, there is a profound philosophical theory at play. Their luck is self-made, to some extent, for no matter the outcome, they give themselves to it completely.*

*One thing is clear, above all: everything is temporary. Happiness is temporary. Pain is temporary. Life is temporary, and the bounties it offers rot away, in time. It's never as good the second time around. Few understand that stagnation, the sickening comfort that arises when everything is settled. The unexpected is always more fulfilling... so why not give yourself to it? If life is meaningless, why not enjoy it at its fullest? The promise of winning through sheer fortune is much more enticing than any philosophical enlightenment, that is for sure. Throw the dice! And may the odds...*

## Playing the Wheel of Fortune

The Rogue of Fortune is an extremely fun subclass to play, in part because of its gambling elements, yet it leaves most of its effectiveness to randomness. Playing this subclass is all about managing risk and reward.

From a roleplay standpoint, the "gambler" rogue is a quite fun archetype to play. This subclass enhances those aspects, which can lead to important character moments as you become stronger, and slowly gain more and more control over your fortune, and in turn, your impulsive nature.

### High Risk, High Reward

When you choose this archetype at 3rd level, you become adept at taking greater risks, if only for the promise of a bigger reward. Whenever you make an attack roll or a saving throw, you can choose to test your luck by taking a -4 penalty to the roll. You must decide to do so before you roll. If you meet the DC, you gain one fortune point.

Whenever you make an attack roll or an ability check, you can spend one fortune point to roll an additional d20. You can choose to spend one of your fortune points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one fortune point when an attack roll is made against you. Roll a d20 and then choose whether the attack uses the attacker's roll or yours.

You can have an amount of fortune points equal to your proficiency modifier. Unlike the *Lucky* feat, you cannot use these fortune points on saving throws. After you take a long rest, any unused fortune points from this feature are lost.

### Gambler's Strike

Starting at 3rd level, you can attempt to maximize your damage by striking at a well- protected weak spot in your target's defenses. It might work! It might also fail horribly, at which point you shouldn't have even bothered. What a thrill!

Whenever you use your Sneak Attack feature, you can choose to perform a Gambler's Strike. You take a -3 penalty to the attack roll. On a hit, roll a d4. The result determines the number of d6s you roll for your sneak attack damage that turn. If, in addition to the Gambler's Strike penalty, you also take the -4 penalty from your High Risk, High Reward feature (for a total of -7), the attack is considered a critical hit if it connects. Once you have successfully performed a critical hit in this manner, you must finish a short or long rest before you can do so again.

The amount of dice increases as you gain levels in this class, as shown in the following table.

**Credit to u/PerilousFun for their amazing number crunching and feedback!**

In reviewing this subclass, this reddit user helped a lot with the several potential Gambler's Strike curves, as well as giving suggestions that ended up in the final document!

### Gambler's Strike Damage

| Rogue Level | Amount of d6s |
|---|---|
| 3 | 1d4 |
| 4 | 1d4 |
| 5 | 1d6 |
| 6 | 1d6 |
| 7 | 1d8 |
| 8 | 1d8 |
| 9 | 1d10 |
| 10 | 1d10 |
| 11 | 1d12 |
| 12 | 1d12 |
| 13 | 1d12 + 1 |
| 14 | 1d12 + 1 |
| 15 | 1d12 + 2 |
| 16 | 1d12 + 2 |
| 17 | 1d12 + 3 |
| 18 | 1d12 + 3 |
| 19 | 1d12 + 4 |
| 20 | 1d12 + 4 |

## Double or Nothing

When you reach 9th level, you learn to use your advantage to achieve even greater success. Of course, sometimes you squander it... but why quit while you are ahead, right? You can gamble on the following features:

***Twinned Thrust.*** When you hit with an attack that would benefit from your Sneak Attack feature, but before you roll damage, you can use your bonus action to make an extra attack. If you hit with this attack, it deals additional damage equal to your rogue level. If you miss, you miss with both attacks.

***Uncanniest Dodge.*** When you use your Uncanny Dodge feature, you can choose to make a Dexterity (Acrobatics) check as part of the reaction. If the result is equal to or higher than the triggering attack roll, you take no damage instead. If the result is lower, you take full damage from the attack.

***Maximum Evasion.*** When you fail a Dexterity Saving Throw and would benefit from the Evasion feature, you can choose to repeat the saving throw. On a success, you take no damage. On a failure, you take full damage.

## Lucky Number

At 13th level, choose a number between 2 and 19. That number becomes your lucky number. Whenever you roll that number on a d20, it is considered a 20 for the purposes of skill checks and saving throws. Your attack rolls also critically hit when you roll that number.

## Master of the Wheel

Starting at 17th level, you have become the master of the wheel of fortune, and can influence its outcomes, not just for you, but for all who dare spin it. Whenever a creature that you can see within 30 feet of you uses a feature to add, subtract, repeat, replace, or otherwise influence a roll other than with advantage or disadvantage, you can use your reaction to deny or promote their twisting of fate. If you choose to deny, the effect fails and the resource used to manifest it is spent. If you choose to promote, the feature does not expend a use. This can affect features such as a fighter's *indomitable*, a bard's *bardic inspiration*, a divination wizard's *portent* die, and even a dragon's legendary resistance.

Once you use this feature, either to promote or deny, you must complete a long rest before you can use it again.

In addition, whenever you use a Fortune point, roll a d20. On an 11 or higher, you do not expend a Fortune point.

# Justiciar

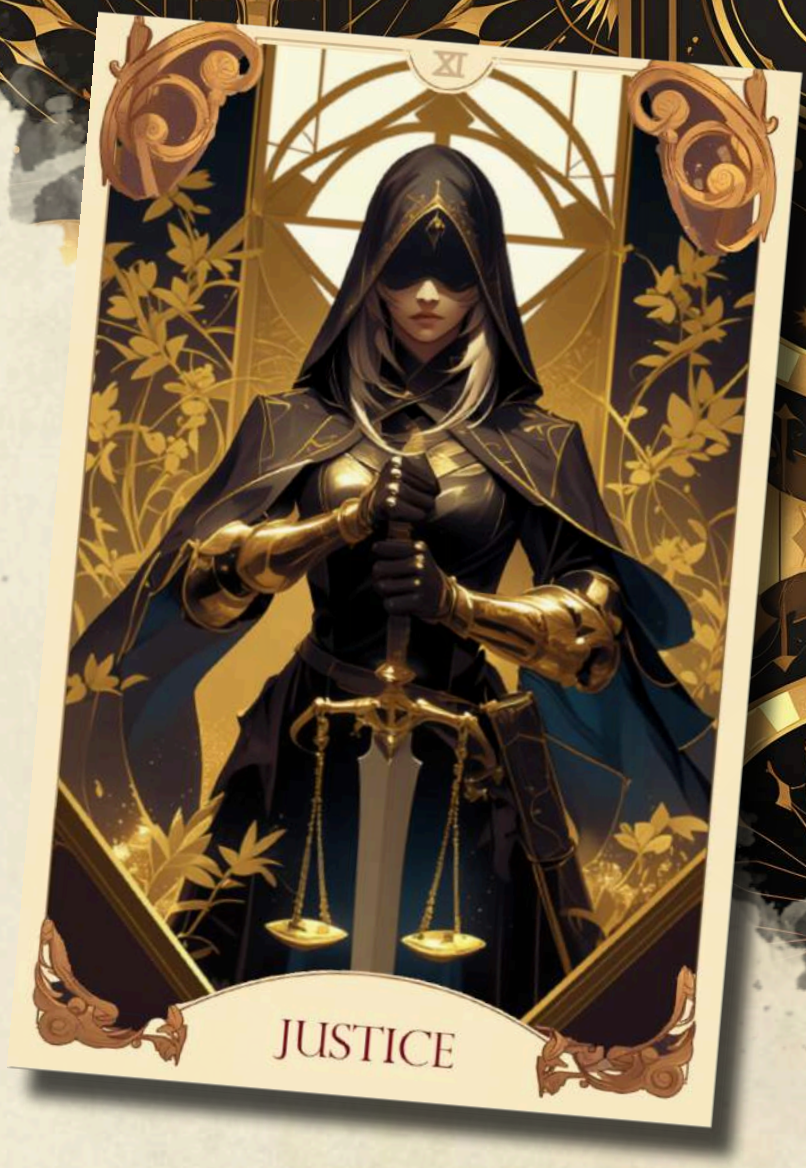
*Ranger Conclave*

*What is Justice? Is it a reckoning? A tool of the vengeful? Or is it weakness? A poor excuse to convince the naive that everyone gets their due, in the end? No. To exist, to determine law, to order mortalkind, Justice must be a concept as clear as water and as unyielding as stone. It must burn on the heart of mortals like fire and must chase the guilty with the swiftness of wind. And it does. It always does.*

*Justice is, in no uncertain terms, the whispered promise of balance, an eternal scale that trembles in the hearts of mortals and immortals alike, holding the weight of actions and their consequences.*

*Justice is the thread that weaves through the tapestry of time, binding each soul to their deeds, both noble and nefarious. Justice dances on the edge of a sword, glimmers in the eye of a sage, and rests in the quiet assurance of a father's protective arms. It is fairness beyond all, a beacon of light in the darkness of moral ambiguity. In its purest form, justice is the harmony of existence, the recognition that every whisper and roar, every breath and sigh, deserves its due, measured with compassion and wisdom, free of bias and cruelty.*

*This edict is followed by a select few rangers, sworn to uphold justice wherever it is lacking. One could think these justiciars agents of retribution, relentless hunters of those that break the law, when they mostly focus on just outcomes for all involved, in conflicts as small as a village dispute or as big as a war between kingdoms.*




*This said, when they do have to bring an individual to justice, they do so with terrifying efficiency, tracking down their prey and ensuring they stand trial for their transgressions.*

*Justice is a very special card within the deck of many fates. It represents the silent arbiter of the major arcana. The sword, an emblem of truth, cuts through the fog of illusion, revealing the clear path of righteousness. Beyond vengeance, beyond punishment, beyond retribution... balance and fairness, that is the essence of justice. That is what these rangers uphold.*

*The Justice card calls upon the seeker to look within, to weigh their heart against the feather of truth, and to embrace the profound wisdom that justice, unmarred by bias and cruelty, is the keeper of universal order. And without order, what are we? Without the cosmic assurance that all actions have consequence, without the warm embrace of kind law, how are we to even act? Justiciars uphold that which allows all to live, and choose, and fail, and thrive. In time, all mortals will get their due.*

*The Devil is the fifteenth card of the Deck of Many Fates, and represents complacency, the prioritization of material gain over spiritual purity, and law-backed decadence. It is the hell we make for ourselves, in trying to find wealth and security within a chaos-ridden world.*

*Devil Soul Sorcerers find themselves naturally drawn to the accumulation of riches, the cutting of deals and the art of oratory. It is something that bubbles from the depths of their being, a zero-sum ideology that seems ingrained in their nature, as inevitable as exploitation and the conflict of classes.*

*The innate understanding of "the game" and what it means often leads them to become great adventurers or merchants of ill repute, but there are many exceptions. Understanding and being gifted at something doesn't necessarily equate to supporting it, and some mortals endowed with a devilish bloodline shun the cunningly predatory behavior of their magical inheritance. Hardly a trait unique to mortalkind; even infernal lords have rebelled against the eons old system of riches and misery that rules the hells. None have succeeded, though, and the game remains alive and well, its stakes growing with every new player at the table.*

# Devil Soul

*Sorcerous Origin*

*The road to the hells is paved with good intentions, or so they say. An old adage, and one that holds especially true when dealing with devilkind. Make a deal, sign a contract; live better, cure your father's madness, heal your daughter's flesh rot, buy a knighthood for your son... You deserve it. You work so hard, why should the universe not reward all your pain and sacrifice? The price, of course, is your purity in life, and in death, your soul.*

*Those who carry the blood of devilkind fall into one of two categories: the fools enthralled by the game of sweet words and cunningly engineered contracts, and the masters that host it. In the end, though, the game has a life of its own, and all who play are its fools. The only winning move is never to enter the board, no matter how tempting the prizes. But, as with hags, one rarely has much choice when entering the Devil's Den.*

*The Devil card is a representation of both the game and its players. Golden clothing, a cunning expression, and the fires of hell roaring in the background. In the path of material ascension one may acquire a great many things; coin, servants, lands and armies. But never happiness. Devilkind belongs, after all, in the hells. And none there, from the lowest imp to the greatest infernal lord, are anything other than miserable. Some players are even foolish enough to think they will be the ones to break the wheel, to set every other player free and create a better existence for all.*

*Ah... Is there a sweeter path to damnation than solidarity?*

## Playing the Devil Soul

Sorcerers of the Devil Soul have a magical inheritance that grants them all the instincts and powers to become lords of iniquity, or inspiring rebels against systems of oppression. There is no better saboteur than the one who knows which way the cogs turn, after all.

Torn between their mortal and infernal roots, most Devil Soul Sorcerers are a mix of those two extremes, drawn to manipulating and exploiting others, while simultaneously feeling a deep sense of shame about such tendencies, sometimes compensating with lavish displays of generosity and selflessness.

### Devil Contracts

With the awakening of your devilish magic at 1st level, you can read, write and speak Infernal. Additionally, you gain the ability to draft devil contracts, pacts that bind you and one other creature to certain conditions. You can manifest these contracts using an action, and they appear instantly in a puff of smoke and brimstone. When you draft a devil contract, you must write three clauses:

- ***Clause I:*** A service you will perform for the signatory.
- ***Clause II:*** What the signatory will give you in return, including a maximum delay until they pay for your service (minimum of 24 hours).
- ***Clause III:*** What happens if the signatory defaults on their part of the bargain.

A signed contract is a Tiny object with an AC of 15, 30 hit points, and immunity to all damage except force, to which it is resistant. If it is destroyed, both you and the signatory sense it, and all conditions of the contract are no longer magically enforced. To be a valid signatory, a creature must have an Intelligence score of 6 or higher at the moment of signing. They must enter the contract willingly, without physical or magical coercion. Likewise, you cannot be forced to draft a contract against your will.

Once signed, you must perform your part of the bargain first; if you fail to do so within one week of signing, the contract is destroyed and loses its magic. Once you deliver your part, the signatory must make good on their payment within the stipulated timeframe, or have the third clause of the contract instantly take effect. The magic of devil contracts cares nothing for the spirit of an agreement, only heeding the letter.

Certain eventualities can cause the third clause to fail: for example, if the consequence of breaking the contract is having their soul taken by you, but the signatory's soul was taken by someone else in the meantime and is no longer theirs to give away, the contract fails. There are infernal appeal courts for such cases, led by the infamous Twin Justices of Hell, Adjudicator Bast and Arbitress Hasphermet, but most Devil Soul sorcerers have no notion of their existence or how to find them, as their relation to the hells is but distant.

### Arcana of the Hells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Devil Magic table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

#### Devil Magic

| Sorcerer Level | Spells |
|---|---|
| 1st | Command, Hellish Rebuke |
| 3rd | Suggestion, Flame Blade |
| 5th | Fireball, Protection From Energy |
| 7th | Wall of Fire, Compulsion |
| 9th | Geas, Flame Strike |

### Magical Wealth

Starting at 6th level, the possession of magical treasure bolsters your arcane capabilities. While you are attuned to a magic item of Rare of higher rarity, you gain a bonus to your spell save DC and spell attack bonus depending on the rarity of the item; +1 for Rare, +2 for Very Rare and +3 for Legendary or Artifact. If you already have a boost to your spell save DC and spell attack bonus from another source, such as a magic item or a spell effect, the bonus from this feature cannot exceed +1.

### Searing Inheritance

Also at 6th level, your devilish blood awakens enough to grant you the famed resiliency of devils. You gain resistance to one of the following damage types: fire, lightning, cold and poison. You gain an additional resistance to a damage type from this list at 14th level, and gain the remaining two at 18th level.

### Hellfire

Starting at 14th level, when you deal fire damage to a creature that you can see, you can use a reaction to cause the flames to stick to that creature. The target must succed on a Dexterity saving throw against your spell save DC or take half the triggering damage again at the start of their next turn. You can use this feature an amount of times equal to your proficiency bonus in between long rests.

Additionally, fire damage dealt by your spells ignores resistance to fire damage.

### Royal Infernal Blood

At 18th level, your devilish blood thickens further, granting you the mightiest powers of devilkind.

- You have truesight out to a range of 15 feet.
- You have darkvision out to a range of 120 feet, and magical darkness does not impede your vision.
- Your Devil Contracts are immune to all damage, only breakable via the *Wish* spell, a specific artifact-level item, or a divine intervention.
- You can cast the *Command* and *Suggestion* spells at will against devils and creatures who have an active Devil Contract with you.
- When you use your *Hellfire* feature, you can affect a number of creatures equal to your Charisma modifier (minimum of 1) that are within 30 feet of your target. The fires leap to the additional targets; they do not need to have been affected by the initial instance of fire damage to be affected by *Hellfire*.